



*You should never forget that your opponent can perform Divine Intervention as well. Here, one of your followers has just found this out.*

And so Zeus looked down upon the feeble planet below him and plucked up the Bullfrog programming team from their menial tasks below. "Ay up lads! I think it's about time we had another game about me from you lot... I know, let's call it Populous II. You can even put lots of illustrations of scantily clad women with large chests in the manual!"

"In that case we'll do it!", replied the lads eagerly, and before they knew it they were all seated at various keyboards busily entering codes for what would surely be their best game yet. Driven by a mixture of excitement and fear of Zeus, the game began to take shape. With hardly any Divine Intervention at all Electronic Arts began to mass produce it and place it on shop shelves where the waiting masses could get their grubby little hands on it and dash home to play it. Populous II was born.

## GOOD GOD GAMES

It's going back a couple of years now since the original Populous hit the 16-Bit market and made a mark that still remains today. Probably the first of the "God-games", Populous caught the imagination of the games-buying public mainly because it gave them just a teensy bit of power. With the click of a mouse button they could develop land and completely destroy their opponents with a well timed disaster. The only things that could stop you wreaking havoc were your morals! Over 500 worlds were provided for you to conquer, each progressively more difficult than the last. Needless to say, not many people were good enough to finish it.

In between the original and this sequel Bullfrog have produced the equally impressive Powermonger as well. Fans of this genre have never had it so good. Anyway, back to Populous II. Also billed as the "Trials of the Olympian Gods", you soon realise that you've got quite a fruity little game here.

When you get the game loaded in (which doesn't take too long thankfully) you get the option to cre-

ate the looks and to an extent attitude of your deity. Anybody who's seen Midwinter II will be at home with the character creating system as you have to design your character's face by selecting different styles of eyes, mouth, nose and headgear.

The difference between this and Microprose's game is that the face you choose actually has some bearing on the gameplay. For example, if you make your chap hard and aggressive looking, and he dons a soldier's helmet, your people will automatically fight harder in battle. The other side of the coin is that this also makes your enemies more determined to kill them too!

If you choose a face that looks a bit more angelic the combat tends to be a little more subtle than before. Try not to worry about this too much at first though as you won't be able to tell the difference at this early stage anyway!

Once you've finished with this you'll have the choice of choosing

# Populous II

ELECTRONIC ARTS

either a custom game or a conquest. Let's take a look at the Conquest option first.

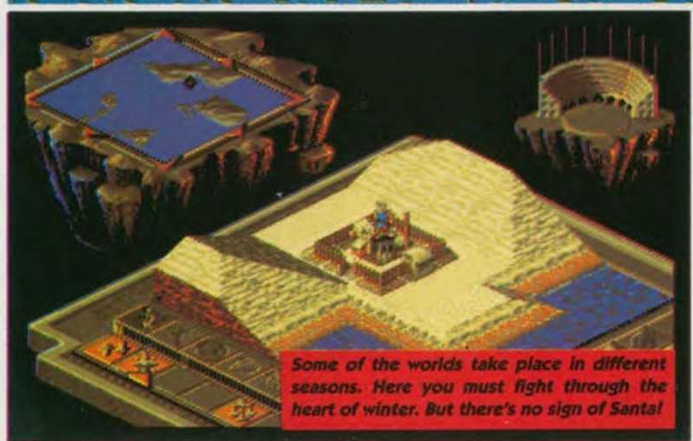
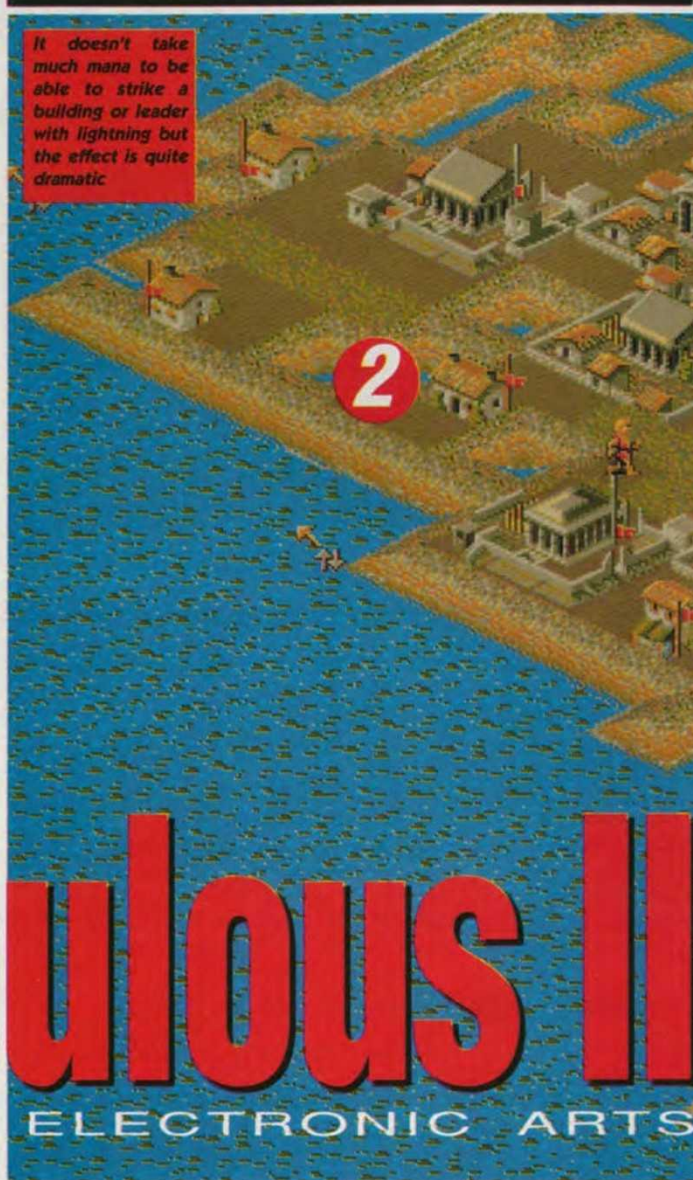
## GODFIGHTING

You are one of the many sons of Zeus and you've decided to demand your place with the Gods on Mount Olympus. Now your dad isn't really-being very reasonable about the whole affair and says you must prove yourself by defeating 32 different divine opponents who rule the 1000 (yes 1000!) worlds within the game. So that's what you must do.

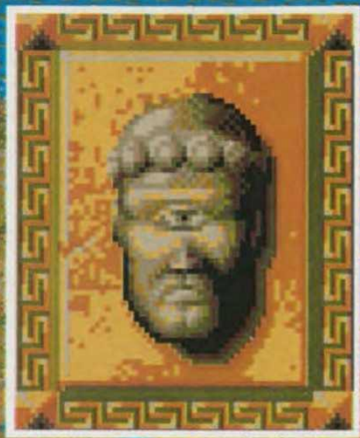
Throughout the game you will be



*It doesn't take much mana to be able to strike a building or leader with lightning but the effect is quite dramatic*



*Some of the worlds take place in different seasons. Here you must fight through the heart of winter. But there's no sign of Santal*



- |           |                 |
|-----------|-----------------|
| 1. TENT   | 5. HUT          |
| 2. VILLA  | 6. FORTRESS     |
| 3. HOUSE  | 7. MANSION      |
| 4. CASTLE | 8. PAPAL MAGNET |

Another effect that's relatively "cheap" in mana is the Column of Fire. Once activated it will randomly move around the landscape frying all in its way.

By pressing the + and - keys on the keypad you can zoom in and out of the main screen. This allows you to play over a full screen instead of the window.





*This is perhaps the most devastating piece of DI. It forces a huge mountain up through a settlement which then proceeds to pour lava out of its crater.*

able to use Divine Intervention to help your people take over the world. Having said that, whichever deity you are up against will also be "helping" his people along. There are 30 different things you can do to both your people and his (oo-er!).

### PUNTER-POWER™



- Great (34%)
- Good (29%)
- So-so (27%)
- Poor (10%)
- Dire (0%)

**GAME: POPULOUS II**  
**PRICE: £25.99**

*So it's early '92 and we've got what will possibly be Game of the Year already. Populous II is very difficult to fault and technically it's flawless. If you must be really picky, we were getting desperate to find something wrong with it then you could say that it's very similar in gameplay style to the original but then why fix something that isn't broken? Building on this basis they have produced a fine game: 1000 worlds, 30 different ways of wreaking havoc, superb graphics and sound. What more could you ask for? There's everything here for people who like this sort of thing and plenty for those who don't. A stunning effort from Bullfrog. This is the way all 16-Bit games should be. Rush out and buy it immediately.*

**GAMEPLAY:**   
**SOUND:**   
**GRAPHICS:**

**RATING=94%**

Some of the more spectacular ones are things like giving him a volcano or electrical storm to think about. Although maybe a few well placed rocks will hinder his plans.

All of these are split up into six different categories ranging from Water and Fire Disasters to the Earth menu which lets you do things like build walls around your settlements. Obviously all of these are not available to you at the start and the ones you can use are limited by a little something called Mana. Generally the better the effect is the more Mana it takes.

Mana is the substance from which you draw your power and it is indicated by a gauge in the lower left hand side of the screen. It comes from your people's divine offerings so it stands to reason that the more people you have the more Mana you have so it's a good idea to start Sprogging soon (Excuse me, but what's Sprogging? - Ed.).

Ah well, Sprogging is sort of like eviction (well sort of!), by moving your mouse pointer over a dwelling

and clicking the right button you will turf out one of the occupants who must then look to settle somewhere else. He will wander off, find a bit of flat land and build a new house. This is how your settlement grows. Each building has a flagpole outside and the flag gradually moves up as the building gets full. When the flag is at the top there's no more room at the inn, so to speak, so somebody gets kicked out anyway, but if you're to stand a chance you'll have to Sprog early.

As in Populous the people will only build on flat land. The more flat land an area has the bigger (and stronger) the building they create will be. Being a god it is well within your powers to raise and lower land (again with your mouse buttons). On certain worlds (especially the early ones) you'll also be able to mess about with your enemies land.

### GET THE FLOCK OUT

You have a certain amount of control over where your people wander. In



*By selecting Fire Rain you can make small balls of fire stream down onto enemy settlements burning the unfortunate followers below.*





The storm is rather dangerous as it moves around releasing huge bolts of electricity to the ground below. Anything that gets in the way gets cooked!



The tidal wave will cause flooding to coastal areas and also wash away a lot of buildings. Again, it takes a lot of Mana to perform.



Here all the followers of both armies are heading to the centre for Armageddon. Only one side will survive the final battle.



Planting flowers and trees around your settlements improves your standing with your people and increases your Mana.



Swamps are deadly to anybody. Walking over a well placed swamp could devastate your opponents leaders.



Having caused an earthquake just look at the problems you've caused for the other side as this enormous fault begins to open up.

your possession you have an object called a Papal Magnet which you can place anywhere on the map. Once it's down your people will flock to pay tribute to it and settle around it. In this way you can move your men into good battle positions.

Along the bottom right side there is another bar of icons that allow you to influence the people as well. You can select from Fight, Settle, Go to Papal Magnet and Gather Together although at first you'll want to leave it on settle so you can get established.

When you have enough Mana and enough followers to be able to pull it off you can call Armageddon. Here all the people will head to the centre of the map for one last fight. If you win you've conquered the world and can progress onwards.

The other option we mentioned earlier is the Custom Game. This lets you fiddle around and practice with some of the Divine Interventions and lets you position men and change the landscapes and so on. You can also change the computers reactions, making him so crap you can beat him hollow in minutes.

The graphics can only be described as stunning and the improvement over Populous is almost unbelievable. The level of detail is fantastic and you really just can't knock it at all. Sound is also excellent with digitised effects such as roaring fires and crashing waves.

Being completely operated in a point and click environment the game couldn't be easier to control. There are fewer icons to bother with than Powermonger and you'll be playing the game within minutes of first loading it up.

The manual is very precise but it's still going to take you an awfully long time to reach the last world. You can be sure you'll get value for money out of this one.

**Paul**

## YOUR AT-A-GLANCE GUIDE TO DIVINE INTERVENTION

<b>AIR</b>	<b>EARTH</b>	<b>FIRE</b>	<b>PEOPLE</b>	<b>VEGETATION</b>	<b>WATER</b>
<b>A LIGHTNING BOLT</b>	<b>BUILDING ROADS</b>	<b>COLUMN OF FIRE</b>	<b>RAISE/LOWER LAND</b>	<b>GROW FOREST</b>	<b>CREATE BASALT</b>
<b>WHIRLWIND</b>	<b>BUILD CITY WALLS</b>	<b>FIRE RAIN</b>	<b>PLACE PAPAL MAGNET</b>	<b>RENEW LAND</b>	<b>WHIRLPOOL</b>
<b>CREATE STORM</b>	<b>EARTHQUAKE</b>	<b>TURNS LEADER INTO ACHILLES</b>	<b>TURNS LEADER INTO PERSEUS</b>	<b>LAY A SWAMP</b>	<b>PLACE BAPTISMAL FONT</b>
<b>TURN LEADER INTO ODYSSEUS</b>	<b>CREATE BATHOLITH</b>	<b>CREATE VOLCANO</b>	<b>LAY PLAGUE</b>	<b>PLANT FUNGUS</b>	<b>CREATE TIDAL WAVE</b>
<b>HURRICANE WIND</b>	<b>TURNS LEADER INTO HERACLES</b>	<b>DECLARE ARMAGEDDON</b>	<b>TURNS LEADER INTO ADONIS</b>	<b>TURNS LEADER INTO HELEN OF TROY</b>	